

# CHARACTER RECORD SHEET



<div style="background-color: black; color: white; padding: 2px; font-weight: bold;">NAME</div> <div style="border: 1px solid black; height: 30px;"></div>
--

<div style="background-color: black; color: white; padding: 2px; font-weight: bold;">RACE</div> <div style="border: 1px solid black; height: 30px;"></div>	<div style="background-color: black; color: white; padding: 2px; font-weight: bold;">SEX</div> <div style="border: 1px solid black; height: 30px;"></div>	<div style="background-color: black; color: white; padding: 2px; font-weight: bold;">AGE</div> <div style="border: 1px solid black; height: 30px;"></div>
--	---	---

<div style="background-color: black; color: white; padding: 2px; font-weight: bold;">DESCRIPTION</div> <div style="border: 1px solid black; height: 40px;"></div>
---

<div style="background-color: black; color: white; padding: 2px; font-weight: bold;">NOTES</div> <div style="border: 1px solid black; height: 40px;"></div>
---

ATTRIBUTES

<b>Body</b> _____ <b>Quickness</b> _____ <b>Strength</b> _____ <b>Charisma</b> _____ <b>Intelligence</b> _____ <b>Willpower</b> _____ <b>Essence</b> _____ <b>(Magic)</b> _____	Reaction <div style="border: 1px solid black; width: 80px; height: 40px; margin: 10px auto;"></div> Initiative <div style="border: 1px solid black; width: 80px; height: 40px; margin: 10px auto;"></div>
--	--

CONDITION MONITOR

	Light Stun	Moderate Stun	Serious Stun	Deadly Stun
<b>Stun</b>	+1TN # -1 Init.	+2 TN # -2 Init.	+3TN # -3 Init.	Unc.
	<div style="border: 1px solid black; width: 30px; height: 20px;"></div>	<div style="border: 1px solid black; width: 30px; height: 20px;"></div>	<div style="border: 1px solid black; width: 30px; height: 20px;"></div>	<div style="border: 1px solid black; width: 30px; height: 20px;"></div>
<b>Physical</b>	+1TN # -1 Init.	+2 TN # -2 Init.	+3TN # -3 Init.	Unc. Maybe Dead
	Light Wound	Moderate Wound	Serious Wound	Deadly Wound
	Physical Damage Overflow			<div style="border: 1px solid black; width: 50px; height: 20px;"></div>

KARMA

Karma Pool

Good Karma

SKILLS

Name	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

DICE POOLS

Combat Pool	<div style="border: 1px solid black; width: 40px; height: 25px;"></div>
_____ Pool	<div style="border: 1px solid black; width: 40px; height: 25px;"></div>
_____ Pool	<div style="border: 1px solid black; width: 40px; height: 25px;"></div>
_____ Pool	<div style="border: 1px solid black; width: 40px; height: 25px;"></div>

ARMOR/GEAR

Type	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CYBERWARE

Type	Rating
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SPELLS

Name	Force	Drain
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Permission given to photocopy. Shadowrun® is a registered trademark and trademark of WizKids LLC in the United States and/or other countries.

**WEAPONS**

Name	Type	Concealability	Reach	Mode	Ammo	Short	Medium	Long	Extreme	Damage	Modifiers

**EQUIPMENT & GEAR**


**CONTACTS & INFORMATION**


**CHARACTER NOTES**


**VEHICLE**

TYPE \_\_\_\_\_

<b>Handling</b>	_____	Light Damage	Moderate Damage	Serious Damage	Destroyed
	_____				
<b>Speed</b>	_____				
<b>Body</b>	_____				
<b>Armor</b>	_____				
<b>Signature</b>	_____				
<b>Autopilot</b>	_____				
<b>Firmpoints</b>	_____				
<b>Hardpoints</b>	_____				

  

**NOTES**